

## **VARIED AND VARIOUS-COLORED BOARD GAME SET**

### **BACKGROUND**

**[0001]** The present invention relates to a varied and various-colored board game set comprising pieces and a varied and various-colored board which is equipped with as many players' parts as the number of players, the players' part being composed of piece arranging parts and piece collating parts.

**[0002]** Conventionally, many games played on a board such as board games employ a method, in which dice and roulettes and the like are used and pieces are moved according to the number displayed under a predetermined route. In the game played on a board such as the board game, rules are determined for each board game and it is assumed that games are played only under the rule. That is, in the board game of one kind, it is difficult to play the game by applying a different rule from the predetermined rule of the game of the kind.

**[0003]** Further, with regard to games played on a board such as go, shogi, chess, rules are too complicated for men and women of all ages to enjoy and it takes time for beginners to understand the rule. In addition, the coloring of board games, such as go, shogi, chess, is so plain that a strong interest cannot be grown only at a glance.

**[0004]** Literatures on the prior art of the present invention are as follows:

Patent Document No. 1: Japanese Patent No. 3011369

Patent Document No. 2 : Registration of utility model No. 3070363

Patent Document No. 2 : Japanese Patent Laid-open No. 1995-304293

Patent Document No. 2: Japanese Patent Laid-open No. 1995-304293

**[0005]** In the conventional board games explained above, there have been some problems to be solved as follows:

- (1) Generally, coloring is somber and appeal to the eyes is poor.
- (2) There are so many attachments (such as a talisman for the game, cards and a projection on the board) besides pieces in relation to board games, and thus there is a high possibility that a part of the attachments may be damaged or lost.

(3) As represented by go, shogi, chess or the like, rules of the board games are so complicated that beginners have a hard time until getting accustomed to them.

(4) Usually, it takes a long time before a single game finishes, therefore, quite a long time is required for enjoying the game for multiple times.

(5) When there is a large difference in ability between two players, factors of unpredictability is hard to be reflected in the game, causing an overwhelming disadvantage to beginners.

(6) Rules are specified for every kind of board games, so that there is almost no room for players to create a new rule to enjoy.

## SUMMARY

**[0006]** In order to solve the above problems, the varied and various-colored board game set according to the present invention comprises a varied and various board and pieces. The varied and various-colored board is equipped with two or more players parts comprising: a piece collating part composed of a base frame consisting of cells of 3x3 or more; and a piece arranging part composed of the same number of sets of cells as the piece collating parts. Moreover, on the piece collating part, a pattern of a different color, numeral, character, notation, picture or figure and the like is displayed in each cell constituting a set of cells, which are not contiguous to the longitudinal or horizontal direction of the base frame. Furthermore, on the piece which is arranged at the piece collating part, either a color or pattern is displayed on either side of the piece, which coincides with the color or pattern displayed on each cell of the piece collating part, respectively.

**[0007]** The present invention gives the following effects:

(1) A different color or pattern displayed on the cell of the piece collating part causes a strong appeal to the eyes of players of the game.

(2) As a minimum constitutional element, only pieces and a varied and various-colored board are enough, so that the possibility is low that attachments might be damaged or lost.

(3) The using method is to coincide the color or pattern of either side of a piece with that of the cell of the piece collating part, therefore, it is easy to understand for beginners.

(4) What is to be done by the players of the game is to arrange and move pieces only, so that the time of a single game can be lessen in comparison with conventional board games.

(5) Since the element of unpredictability in the game is high, no disadvantage is given to beginners.

(6) A plurality of rules can be set for a single varied and various-colored game set,

therefore, there are larger room for players of the game to create a new rule.

(7) By providing as many above-mentioned players parts as the number of players, more than two players (three, four, five and so on) can participate at the same time.

**[0008]** The present invention can provide a more excellent varied and various-colored board game set than the conventional games played on a board. The varied and various-colored board game set enables men and women of all ages to easily understand the content at a glance, having an intellectual aspect such as coinciding color or pattern and grasping how pieces are totally arranged. Because of this, demand for educational materials for kids and rehabilitation instruments for the aged can be expected. Moreover, since much space is not required, it is suitable for a portable board game, which is enjoyed in a vehicle such as ship, train, and airplane. Furthermore, by imagine a large space such as a playground, classroom, garden as the above-mentioned varied and various-colored board and drawing a base frame, the game can be performed.

#### BRIEF DESCRIPTION OF THE DRAWINGS

**[0009]** Fig.1 is a plan view illustrating a varied and various-colored board in the varied and various-colored board game set according to the present invention.

**[0010]** Fig.2 is a plan view illustrating pieces in the varied and various-colored board game set according to the present invention.

**[0011]** Fig.3 is a plan view illustrating the status of the varied and various-colored board and pieces at the start of the game.

**[0012]** Fig.4 is a plan view illustrating the status of the varied and various-colored board and pieces at the time when a first turn finished.

**[0013]** Fig.5 is a plan view illustrating the status of the varied and various-colored board and pieces at the time when a second turn finished.

**[0014]** Fig.6 is a plan view illustrating the status of the varied and various-colored board and pieces at the time when a third turn finished.

**[0015]** Fig.7 is a plan view illustrating an example of a winning combination deciding victory or defeat of the game.

**[0016]** Fig.8 is a plan view illustrating another example of the varied and various colored board in the varied and various board game set according to the present invention.

**[0017]** Fig.9 is a plan view illustrating still another example of the varied and various colored board in the varied and various board game set according to the present invention.

**[0018]** Fig. 10 is a plan view illustrating another example of the winning combination

deciding victory or defeat of the game.

[0019] Fig. 11 is a plan view showing a list of patterns of winning combinations deciding victory or defeat of the game.

#### DETAILED DESCRIPTION

[0020] Embodiments according to the present invention will be explained by using Figs. 1-11 hereinafter.

[0021] 1. The configuration of a game set according to the present invention

[0022] Fig. 1 is an example of the configuration drawing of a varied and various-colored board in the varied and various-colored board game set according to the present invention. The varied and various-colored board shown in the figure can be largely divided into four parts. That is, the varied and various-colored board shown in Fig. 1 comprises; a piece collating part 1 used by a player (player A), a piece arranging part 2 used by the player A, a piece collating part 3 used by the other player (player B), and a piece arranging part 4 used by the player B. Since a combination of a piece arranging part and piece collating part is used by a single player, the part of player A is composed of the piece collating part 1 used by the player A and the piece arranging part 2 used by the same. In the same manner, the part of player B is composed of the piece collating part 3 used by the player B and the piece arranging part 4 used by the same.

[0023] On the varied and various-colored board shown in Fig. 1, a base frame consisting of a set of cells 5 is displayed, the base frame consists of cells 5 of 10 x 10 in all. That is, each part of the piece collating part 1 used by the player A, piece arranging part 2 used by the player A, piece collating part 3 used by the player B and piece arranging part 4 used by the player B are composed of a base frame consisting of cells 5 of 5 x 5, respectively, and in total, the base frame of the varied and various-colored board in Fig. 1 being composed of cells 5 of 10 x 10.

[0024] Here, piece arranging parts (2,4) used by the player A or B are parts where a piece constituting a part of the varied and various-colored board game set is placed at the beginning of the game. Further, on the piece collating parts (1,3) used by the player A or B, colors or patterns are displayed, which coincides with the color or pattern such as a color, numeral, character, photo or picture (abbreviated as "pattern" hereinafter) displayed on either side of the piece. For example, this corresponds to numerals such as "1", "2", "3" in each cell of the piece collating part 1 used by the player A and alphabetic characters such as "A", "B", "C" in each cell of the piece collating part 3 used by the player B. And as shown in the figure, in the piece collating parts (1,3) of each player, a numeral or alphabetical character is displayed as a different color or pattern in each cell constituting a set of cells, which are not contiguous to the longitudinal or

horizontal direction of the base frame.

**[0025]** Next, an example of the above mentioned pieces used in the game will be shown in Fig.2. In the figure, an example of pieces (11, 12, 13) used by the player A and those (21, 22, 23) used by the player B are illustrated. While on either side of the piece, numerals "1", "2", "3" or alphabetic characters "A", "B", "C" is displayed, on the other side, a color or pattern being displayed, which is unified for each player (A or B) using the piece. Further, the numeral or alphabetical character displayed on either side of the piece corresponds with that displayed in each cell 5 of the piece collating parts (1,3) on the varied and various-colored board. Through this association, i.e., the relationship between a piece and each cell 5 of the piece collating parts (1,3) is grasped. On the other side of the piece, a color or pattern is displayed, which is unified for each player (player A or B), so that when arranging pieces with this side being front, the color or pattern of the other side, which is rear side (the side which corresponds to the piece collating part), cannot be guessed.

**[0026]** At the beginning of the game, the piece is arranged right side up, where a color or pattern is displayed, which is unified for each player (player A or B), at the piece arranging parts (2,4) for each player on the varied and various-colored board. Then, as the game proceeds, each player uses the piece by moving it to his or her piece collating parts (1,3).

**[0027]** 2. A basic method for proceeding the game

**[0028]** Hereinafter, an example of a method for proceeding the game using the above mentioned pieces and varied and various-colored board will be explained.

**[0029]** Fig.3 shows a condition at the start of the game, in which pieces shown in Fig.2 are displayed at the piece arranging parts (2,4) of each player on the varied and various-color board shown in Fig.1. As shown in the figure, pieces of each player is arranged at the piece arranging part of each player with the side up, where a color or pattern is displayed, which is unified for each player. Moreover, in Fig.3, in order to express that at the piece arranging parts (2,4) of each player, pieces shown in Fig.2 have been already arranged, the piece arranging parts (2,4) of each player are displayed with mesh. Here, using a lottery or stone-paper-scissors or the like, which player (A or B) makes the first move is decided. Further, at the beginning of the game, the final number of pieces to be collected among winning combinations deciding victory or defeat of the game as shown in Fig.7 is decided by the discussion between players (For example, when the final number of pieces to be collected is decided as "3", "hand 5" and "hand 6" in Fig.7 are applicable to the winning combinations. And a player who made a first move (in the following explanation, a "player A" makes the first move) selects any piece among the pieces arranged on the piece arranging part 2 of his or her own and looks at its back side. Then, moves the piece to

the cell on the piece collating part 1 of the player A, where a numeral is displayed, which coincides with the one (here, "7" is assumed to appear) displayed at the back side of the piece. Next, a player taking a second move (player B) selects any piece among the pieces arranged on the piece arranging part 4 of his or her own and looks at its back side. Then, moves the piece to the cell on the piece collating part 3 of the player B, where a numeral is displayed, which coincides with the alphabetical character (here, "C" is assumed to appear) displayed at the back side of the piece. By the above-mentioned moves of pieces by both players, the first turn is completed.

**[0030]** Fig.4 shows the status of the varied and various-colored board and pieces after the completion of the first turn. Subsequently, the second turn begins and the player A who made the first move, selects any piece among the pieces arranged on the piece arranging part 2 of his or her own and looks at its back side. Then, moves the piece to the cell on the piece collating part 1 of the player A, where a numeral is displayed, which coincides with the one (here, "4" is assumed to appear) displayed at the back side of the piece. Next, the player B who took the second move, selects any piece among the pieces arranged on the piece arranging part 4 of his or her own and looks at its back side. Then, moves the piece to the cell on the piece collating part 3 of the player B, where a numeral is displayed, which coincides with the alphabetical character (here, "L" is assumed to appear) displayed at the back side of the piece. By the above-mentioned moves of pieces by both players, the second turn is completed.

**[0031]** Fig.5 shows the status of the varied and various-colored board and pieces after the completion of the second turn. Subsequently, the third turn begins and the player A who made the first move, selects any piece among the pieces arranged on the piece arranging part 2 of his or her own and looks at its back side. Then, moves the piece to the cell on the piece collating part 1 of the player A, where a numeral is displayed, which coincides with the one (here, "5" is assumed to appear) displayed at the back side of the piece. Next, the player B, who took the second move, selects any piece and looks at its back side among the pieces arranged on the piece arranging part 4 of his or her own. Then, the piece is moved to the cell on the piece collating part 3 of the player B, where a numeral is displayed, which coincides with the alphabetical character (here, "E" is assumed to appear) displayed at the back side of the piece. By the above-mentioned moves of pieces by both players, the third turn is completed.

**[0032]** Fig.6 shows the status of the varied and various-colored board and pieces after the completion of the third turn. As explained above, the game proceeds by both players alternate moving of pieces arranged at the piece arranging part (2 or 4) of his or her own to the piece collating part (1 or 3) of his or her own.

[0033] 3. A method for deciding victory or defeat of the game

[0034] Fig.7 is an example of a winning combination deciding victory or defeat of the game. That is if the total arranging of pieces moved to the piece collating part of each player contains the arrangement of winning combinations shown in Fig.7, the player wins a victory, who employs the piece collating part. Under the condition of the varied and various-colored board and pieces in Fig.6, since at the end of the third turn, the player A collected pieces of the hand 5, which was decided as one of winning combinations in the beginning of the game, the player A wins a victory.

[0035] Among the winning combinations as shown in Fig. 7, the number of pieces to be collected and the corresponding winning combination are decided prior to the start of the game, then players repeat turns as explained above, and when a player collects the winning combination at the piece collating part of his or her own, the game is concluded. Thus, while including much unpredictability, the present game has an intellectual element at the same time, because players have to always pay attention to whether the hand of pieces is collected in his or her piece collating part. Moreover, it is a very creative game, because winning combinations can be changed alternately for every game.

[0036] 4. Other methods for playing the game

[0037] An embodiment of the varied and various-colored board game set according to the present invention has been explained, however, any of the configuration of the game set, the method for proceeding the game and deciding victory or defeat of the game can be flexibly changed.

[0038] For example, as for the configuration of the game set, by increasing the number of the players part comprising the piece collating part made of a base frame consisting of cells of 3 x 3 or more and the piece arranging part made of the same number of cells as the piece collating part, a game set can be realized, in which three or more players can participate. That is, by increasing the number of the players part included in the varied and various-colored board, the number of maximum participants of the game can be increased. Moreover, the number of cells of the base frame comprising the piece collating part and piece arranging part of the players part can also be changed into such as 4 x 4 in Fig.8 and 3 x 3 in Fig.9, respectively. In this case, regarding the above-mentioned winning combination, it is considered to adopt hands 7 through 9 or hands 10 through 12 in Fig.10. Further, as shown in Figs.8 and 9, animals and vehicles or the like can be adopted for colors or patterns displayed on the cell of the piece collating part. Thus, the varied and various-colored board can be more gorgeous than it appears. Furthermore, a different color or pattern may be displayed in each cell of the set of cells constituting the above-

mentioned piece collating part. Herewith, as for the above-mentioned winning combination, many more various combinations can be adopted.

[0039] Next, with regard to the method for proceeding the game, it is possible that, without particularly deciding which player takes the first or second move, each player simultaneously selects any piece out of his or her piece arranging part. As a result, while reducing time for a play, the number of repetitions of the game can be increased.

[0040] Further, as for the method for deciding victory or defeat of the game, winning combinations introduced in Fig.7 may be decided to be point-adding combinations. That is, it may decide victory or defeat of players depending on how many point-adding combinations as shown in Fig.7 are completed, like hands such as "pin-fu" and "tan-yao" in mah-jong after a predetermined number of turns. In this case, the completion of the hand is judged by how many point-adding combinations as shown in Fig.7 are included in the configuration of the arrangement of pieces in each players piece collating part. It is possible to increase adding points for a point-adding combination when the hand is difficult to be completed like card games such as a poker, and it is possible to reduce adding points when a point-adding combination can be easily completed.

[0041] It is possible to conceive of various winning combinations concerning deciding victory or defeat of the game. For example, a list of winning combinations classified by the number of cells of the piece collating part and the number of pieces is shown in Fig. 11. As shown in the figure, as far as what are shown here, 11 patterns for the piece collating part of  $5 \times 5$  cells, 11 patterns for the piece collating part of  $4 \times 4$  cells, and 4 patterns for the piece collating part of  $3 \times 3$  cells can be conceived. Needless to say, other winning combinations than those illustrated the above can be conceivable, therefore, players creative urge is stimulated on how new winning combinations are created.

[0042] As mentioned above, with regard to the varied and various-colored board game set according to the present invention, it is possible to flexibly change the rule of the game to play the game, resulting in a configuration which grows a strong interest in players. In addition, winning combinations are properly determined by players, therefore, it is possible to enjoy a very creative game.